

Morgan Ogburn

Character Artist / 3D Modeler / Concept Artist / Art Director

➤ 3D Modeling & Sculpting ➤ Texturing ➤ Lighting ➤ Conceptual Art

Skills:

- Hard surface modeling of environments and objects
- Digital sculpting of characters and creatures
- Texture map and UV creation
- Retopology of digital sculpt to low-poly mesh
- Lighting, real-time and software
- Conceptual design, storyboarding and illustration
- Story and script breakdown
- Compositing and digital matte painting
- Scheduling, team management, training, and motivation

Professional Experience:

VFX Art Director / Looks Development Supervisor, Studio Nouveau 2008 - present

- Conceptual design, story breakdown for science fiction film client.
- Layout, pre-layout and lighting (Capcom engine) on *Resident Evil 5* game cinematics.
- Rendering and shader pipeline dev using Houdini's Mantra.
- Modeled characters, creatures, and hard surface objects for film and game clients.
- Lighting and shaders in mental ray, Mantra, Unity 3D and Capcom engine.

Creative Director/Co-Founder, ThemePark Studios 2001 to present

- Founded ThemePark Studios with partner to provide creative consultation, commercial, graphic and web design and Flash animation services for various corporate and entertainment clients.
- Wii game cinematic: concept design, modeling, matte painting, lighting, object and character shaders, art direction.
- Specialization in animation production, marketing collaterals, identity design for web and print.
- Creative duties include project conceptualization, execution, and management including initial comps, 3D model creation, client review and retargeting, completion of final product.
- Management duties include client relations, project management of remote server-side programming teams: handle all sub-contractors and vendors; develop and secure out-source bids.

Senior Artist, Warthog Texas 2002-2003

- Hired to manage remote 3D artists.
- Art asset production entailed the modeling, texturing of 3d models and the creation of CgFX shaders and export of geometry to game engine.
- Responsible for creation and testing of a next-generation production pipeline, including implementation of normal maps and CgFX shaders.
- Introduced software that was incorporated into the pipeline for normal map generation – including ZBrush 1.3, Kaldera beta and Microwave.

Art Director / Lead Artist, Black Box Studios 1999-2000

- Created NURBS models of characters for 3d cartoon series.
- Created matte paintings for animation.
- Produced storyboards and commercial animation for various client projects, including GSD&M's Idea City, Greenleaf Technologies, etc.
- Worked with film director Drew Grinestaff, creating and directing CGI for feature film
- Incorporated Renderman Artist Tools into Maya character pipeline for various client projects.

Lead 3D Artist, SpiritWalk Visioning Inc. 1997-1999

- Responsible for conceptual design, modeling, cinematic lighting and ensuring the appropriate look and feel for all animation projects.
- Provided critique and tools instruction for artists working on feature length CGI films and TV broadcast projects; worked closely with Studio Manager on film and TV projects.
- Was part of the team responsible for evaluation of Alias Maya Beta.

Freelance Artist - Digital

1996-1999

- Worked on short term contracts for various clients, including illustration, concept art, and graphic design.
- Mastered the tools of digital content creation including development of 3D portfolio.

Concept Artist, Titanic Entertainment (Activision)

1996-1997

- Filled role as conceptual artist handling all pre-visualization of the game world.
- Was responsible for the concept designs of the various creatures, civilizations, and game units, including weapons and items; contributed writing for game backstory and world design.
- Developed the look and feel of the game world Nimbus for the game *NetStorm*; published by Activision.

Concept Artist, Origin Systems (Electronic Arts)

1994-1995

- Hired as a conceptual artist for the design for the 3d game Bounty Hunter, part of the BioForge Universe
- Was responsible for pre-visualization of the various environments and NPC's including their cultures, costumes, and technology.
- Trained in 3DStudio R3 and other tools as a production artist on Ultima IX.
- Created 3d and 2d sprite digital art for Ultima IX.

Freelance and Comic Artist

1989-1993

- Illustrated printed covers and stories.
- Learned the principles of visual storytelling, layout, and the visual interpretation of verbal content.
- Worked with writers such as Lewis Shiner, Franz Heinkle and Nancy Collins on comics adaptations of their work
- Nominated for an Eisner Award as part of the book *Weird Business*.

Tools:

- Modeling – Modo, 3dsmax, Maya, Z-Brush, Softimage XSI, Mudbox, 3D-Coat
- UV Creation - Modo, 3dsmax, Headus UVLayout
- Painting and Texturing - Photoshop, Painter, Illustrator, BodyPaint, Z-Brush, 3D-Coat
- Retopology- Z-Brush, 3d-Coat, Topogun beta.
- Lighting / Shading / Rendering - mental ray, Lightwave 3D, V-Ray, Mantra, Capcom engine, Unity3D engine
- Animation - Object and camera animation in 3dsMax, Maya, Softimage XSI
- Compositing and Motion Graphics –After-Effects, Illusion, Digital Fusion,
- Operating Systems/Hardware - MS Windows OS. PC hardware troubleshooting & repair.

Education and Training:

- University of Texas at Austin 1990-1993, Fine Arts Major
- Austin Community College 1988, Computer graphics - studied DPaint, Amiga hardware

Industry Leadership:

- Vice-chair, Austin ACM SIGGRAPH (200 members)
- Event Co-chair, VFX Masters Series (Speakers from Sony Pictures Imageworks, Digital Domain, NVIDIA, Troublemaker Studios, NewTek).

Contact

Morgan Ogburn

512.916.9633

morgan@themaparkstudios.com

www.morgan3d.com